Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball-point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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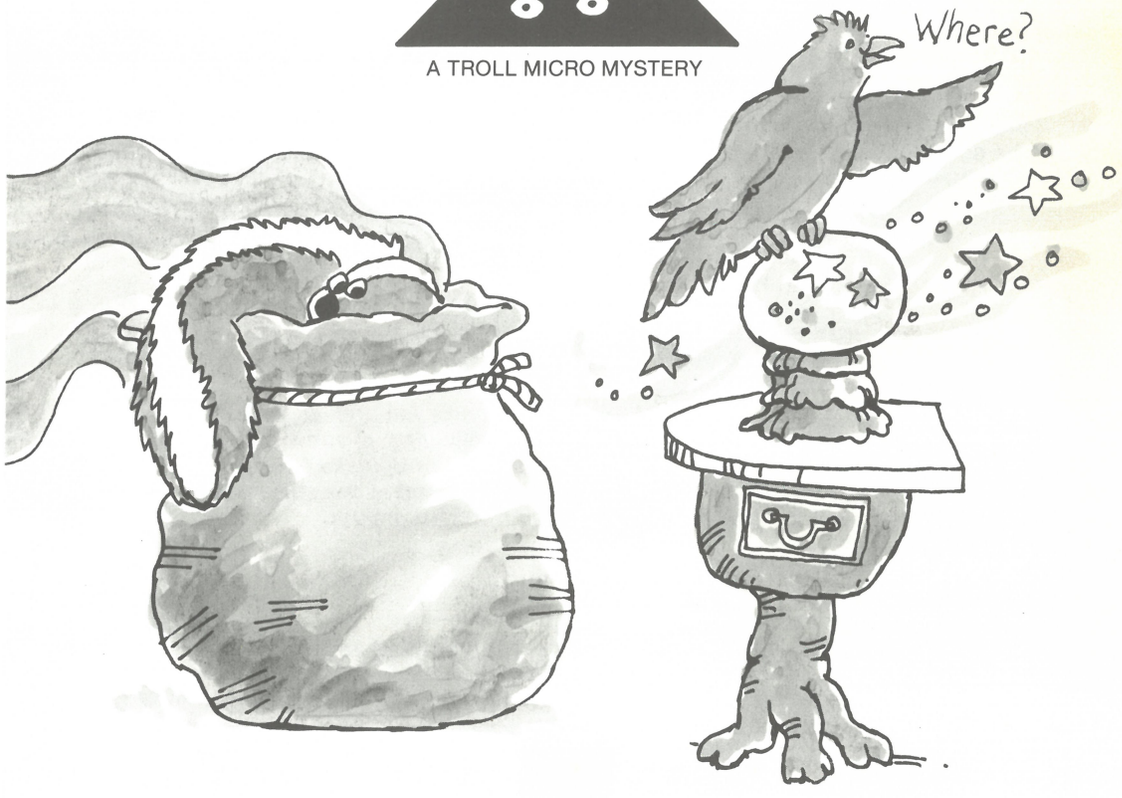
A TROLL MICRO MYSTERY



Troll Associates
320 Rt. 17, Mahwah, N.J. 07430

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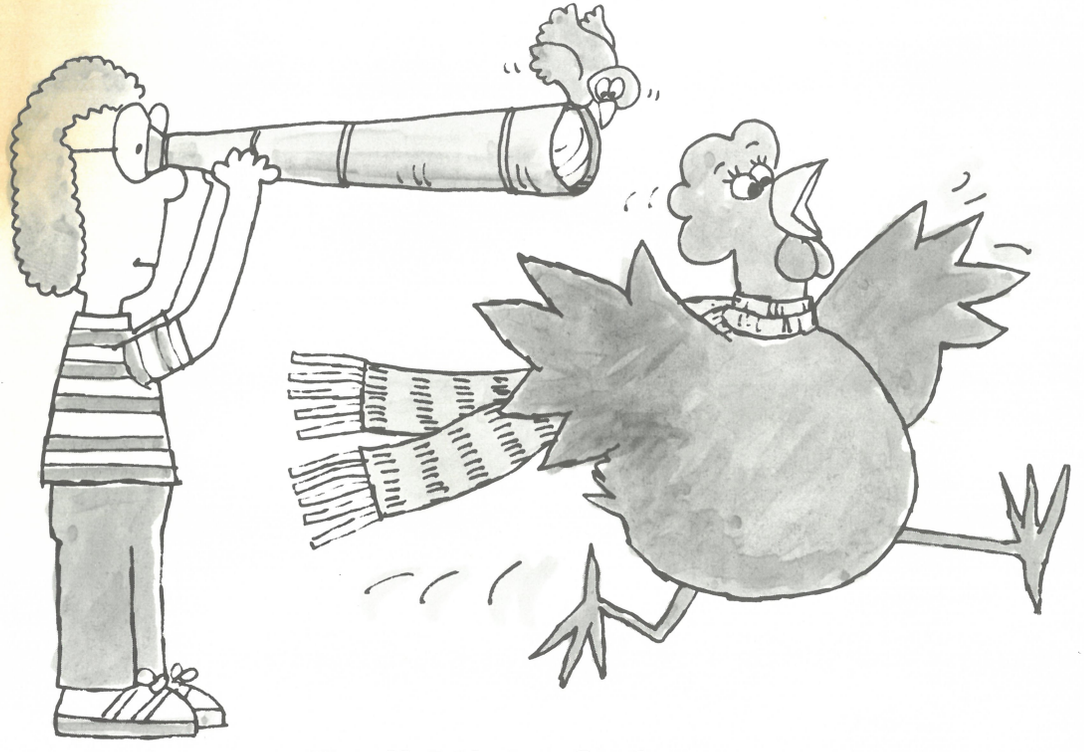
Troll

MICRO MYSTERIES

Case of the GREAT TRAIN ROBBERY

USER'S GUIDE



Troll Micro Software

Case of the Great Train Robbery
Micro User's Guide

Program Components
- One micro-software program disk
- One copy of a softcover mystery book
- One user's guide

Systems Requirements
1. Apple IIc, IIe, II+, or II
   (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor
   (color is recommended).

How to Use This Troll Micro Mystery
To get the maximum results from this Troll Micro Mystery:
- Students should first read the book, *Case of the Great Train Robbery.*
- Then students should complete the learning activities on the micro-software program disk. These activities are designed to help students distinguish between fact and opinion, and to identify the source of an opinion.

About the Software
The games on the program disk are entertaining. They also help students strengthen important reading and thinking skills. What's more, students can return to the program again and again—having fun while they learn.

While the games may be played in any order, the first one is based on the book, and should be played after reading the book. Instructions are provided on screen where needed, and additional help may be obtained while any game is in progress by pressing the CONTROL and H keys simultaneously.*

Getting Started
Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

Note: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title frame. Then you will be asked to enter your name, and whether or not you want sound. When the game menu is displayed, select the game you want to play by pressing the indicated key. That game will automatically load and run.

During the game, the sound may be turned off or on by pressing the CONTROL key and the letter O key simultaneously.*

When you have finished playing the game, you may play the same game again, or return to the game menu to choose a different game. Whenever the game menu is displayed, a different student's name can be entered by simply pressing the N key.

Note: To stop any game that is in progress or to return to the game menu, press the CONTROL and X keys simultaneously.*

REMEMBER: CONTROL-H calls for Help.
CONTROL-O turns the sound On or Off.
CONTROL-X stops a game that is in progress or returns you to the game menu.

*There may be a slight delay after pressing CONTROL-H, CONTROL-O or CONTROL-X.

The Micro-Software Activities
There are four learning activities on the micro-software program disk. Each activity provides practice in distinguishing between fact and opinion, as well as identifying the source of an opinion, and changing a sentence from an opinion into a fact. The activities are:

1. **CASE OF THE GREAT TRAIN ROBBERY**
2. **MARK AND SHELDON**
3. **JUST FOR FUN**
4. **FACT OR FANCY**

In each game, read the paragraph and the statement in the box. If the statement is a fact, press F. If it is an opinion, press the letter O.

In Game 1, after a *fact* is identified, a new paragraph will appear. After an *opinion* is identified, you will be asked to do one of the following: a) *show whose opinion it is,* by pressing the letter next to the correct answer, or b) *make the opinion into a fact,* by choosing a word to replace the underlined word in the statement. Then a new paragraph will appear. The game contains 10 paragraphs.

SCORING: 5 points for each correct answer.
Maximum score is 75 points.

In Games 2, 3, and 4, after the first statement is identified as fact or opinion, a second statement will appear in the box. When the second statement is identified as fact or opinion, a third statement will appear. After the third statement is identified as fact or opinion, a new paragraph will appear. Each game contains 10 paragraphs.

SCORING: 3 points for each correct answer.
Maximum score is 90 points.

Care of Disks

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A TROLL MICRO MYSTERY

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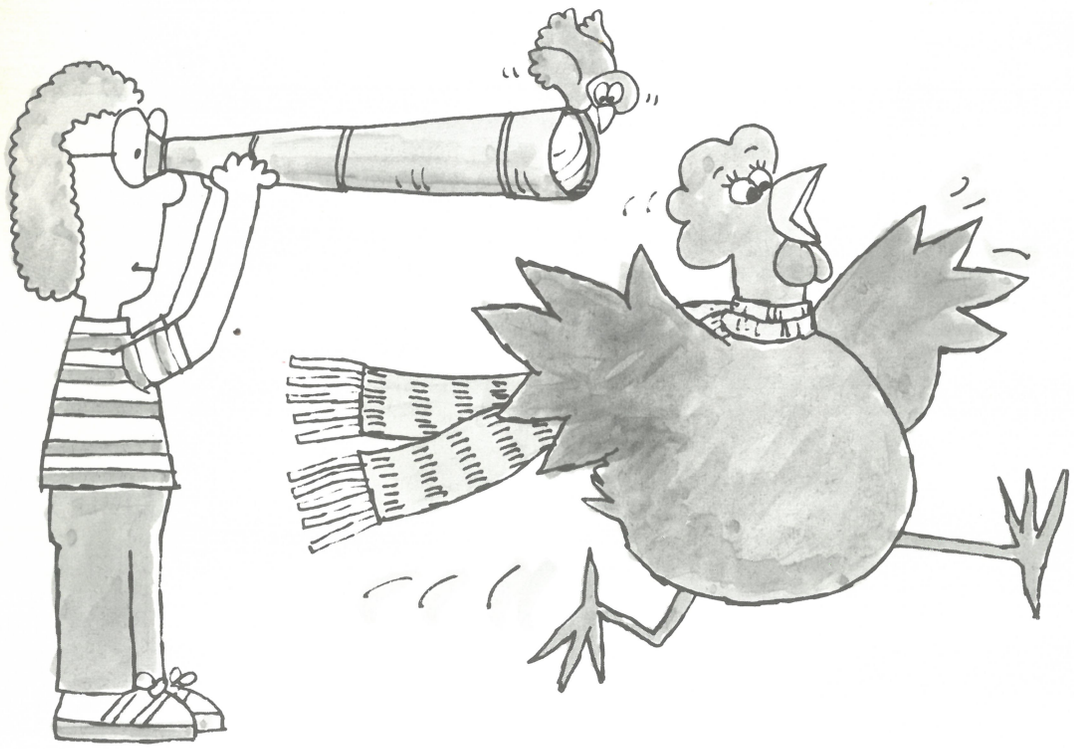
Troll MICRO MYSTERIES

Case of the MISSING CHICK

USER'S GUIDE



Troll Micro Software

Case of the Missing Chick
Micro User's Guide

Program Components
- One micro-software program disk
- One copy of a softcover mystery book
- One user's guide

Systems Requirements
1. Apple IIc, IIe, II+, or II
   (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor
   (color is recommended).

How to Use This Troll Micro Mystery
To get the maximum results from this Troll Micro Mystery:
- Students should first read the book, *Case of the Missing Chick.*
- Then students should complete the learning activities on the micro-software program disk. These activities are designed to help students recognize and identify main ideas and supporting details.

About the Software
The games on the program disk are entertaining. They also help students strengthen important reading and thinking skills. What's more, students can return to the program again and again—having fun while they learn.

While the games may be played in any order, the first one is based on the book, and should be played after reading the book. Instructions are provided on screen where needed, and additional help may be obtained while any game is in progress by pressing the CONTROL and H keys simultaneously.*

Getting Started
Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

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When you have finished playing the game, you may play the same game again, or return to the game menu to choose a different game. Whenever the game menu is displayed, a different student's name can be entered by simply pressing the N key.

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REMEMBER: CONTROL-H calls for Help.
CONTROL-O turns the sound On or Off.
CONTROL-X stops a game that is in progress or returns you to the game menu.

*There may be a slight delay after pressing CONTROL-H, CONTROL-O or CONTROL-X.

The Micro-Software Activities
There are four learning activities on the micro-software program disk. Each activity provides practice in recognizing main ideas and identifying details that support the main idea. The activities are:

1. **CASE OF THE MISSING CHICK**
2. **FUN THINGS**
3. **FAVORITE PLACES**
4. **INTERESTING PEOPLE**

The play in all four games is similar. First, read the paragraph that appears on the screen. Use the space bar to find the sentence that contains the *main idea.* Each time the space bar is pressed, a different sentence will be highlighted. When the sentence with the main idea is highlighted, press RETURN.

Next, use the space bar to find a sentence that contains one or more *details* that support the main idea, and press RETURN. Then use the space bar to find the sentence that does not belong in the paragraph because it does *not* support the main idea, and press RETURN.

After three sentences have been identified, a new paragraph will appear on the screen. Each game contains ten paragraphs.

Note: After one wrong answer, you get a second try.
After two wrong answers in a row, the answer is given.

SCORING: 3 points for each correct answer on the first try.
2 points for each correct answer on the second try.
Maximum score in each game is 90 points.